

2026 Neobaseball 8U Rec Supplemental Rules

Neobaseball.org

Revised 11/1/25

1. Age Limit:
 - a. The maximum age for playing on an 8U (“farm”) team shall be 8 years old. Any child who is 9 years old before May 1 cannot be on a farm team (April 30th cutoff). Players younger than 7 as of April 30th should be rostered in coach-pitch, not farm division.
 - b. Up to Two 9-yr-old “age exception” players may be permitted (age exception player can’t turn 10 prior to July 1st of the current year). Age exception players cannot pitch and must be declared on the batter order and verbally at ground rules.
2. Official Game(s):
 - a. All games are 6 innings. Additional full inning(s) may be played if the sixth inning ends in a tie (and time permits).
 - b. Mercy Rule: An official game shall be declared if at the end of 5 or more, full innings, the visiting team is ahead by ten or more runs, or if at the end of 4 ½ innings or more the home team is ahead by ten or more runs, the game shall be official and can end.
 - c. No new inning shall start after **2 hours** of gameplay (official start time shall be when umpire declares “play ball”/first pitch). If two rounds of games are played the same day (like the first Saturday of spring tournaments) then both rounds will be 1 hour 45 minutes no new inning time limits.
 - d. There shall be a maximum of 5 runs per inning per team. (NOTE: Unlimited runs shall be available for the final inning at the Farm Tournament only – The regular season scheduled games shall remain 5).
3. Substitution(s):
 - a. All players present for a game must play. (Roster batting - No Matching Rosters).
 - b. All players must play a minimum of two innings in the field. Exception: Player does not have to play two innings if being disciplined, but the opposing coach should be notified prior.
 - c. Each player available for a game will be inserted into the batting order and will bat even though he may not be playing in the field (continuous batting order).
4. Pitching
 - a. The pitching distance shall be 40 feet for the player-pitcher. An 8’ radius circle shall be drawn around the pitching rubber. When pitching, the coach-pitcher shall be required to release an overhand pitch from within the circle (not closer than 32’).
 - b. When there is a coach-pitcher, the player-pitcher must be within the 8’ diameter circle during the pitch.
 - c. Player-pitch shall be no less than 4 innings and coach-pitch shall be no more than 2 innings, which shall be 2 player-pitch innings, 2 coach-pitch, then 2 player-pitch (Note: Any extra innings past 6 shall be player-pitch only).
 - d. Limits: Player-pitchers shall not pitch more than 55 pitches per day or 6 outs (2 innings) per one game, whichever occurs first.
 - i. Please see the current Neobaseball League Rules (“3. Pitching”) for the complete list of pitching rules, limits, and pitch count reporting
 - ii. 1-25 pitches = 0 days. 26-40 = 1 full calendar day rest. 41-55 pitches = 2 full calendars days of rest
 - e. No Re-entry: Once a player-pitcher is removed from the mound, they can’t re-enter as a pitcher at later innings of the same game (except in the innings when there is a coach-pitcher).
 - f. A pitcher shall be charged with pitching a complete inning if 5 runs are scored before three outs are made. If more than one pitcher is used in an inning, that pitcher who pitched to the greatest number of batters shall be charged with 2/3 of an inning. If no outs are made and 3 pitchers are used, each shall be charged with 1/3 of an inning.
 - g. An age-exception player is not permitted to pitch (as player-pitcher).
 - h. Coach-pitchers should not instruct baserunner(s).
 - i. If the coach-pitcher intentionally interferes with the batted ball, then the batter is out. If the coach-pitcher unintentionally interferes with the batted ball, it is ruled a dead ball and batter is awarded first base (other runners may advance only if forced).
5. Batting:
 - a. Bats shall be a maximum of 2 ¾ inches barrel, no drop size limit.
 - b. No Bunting off a coach-pitcher (penalty: a strike shall be called).
 - c. No drop third strike - The batter is out on any third strike from a kid-pitcher, whether the catcher drops the ball or not.

- d. No infield fly rule.
 - e. When a coach-pitcher is used, the batter has a maximum of 5 pitches to hit the ball in fair territory, or the batter is out. However, if the batter hits a foul ball on the fifth pitch (and ensuing pitches), the batter shall receive another pitch (can't strikeout if foul ball hit on final pitch). The coach-pitch portion is also a 3-strike batter out scenario - providing it is from a foul ball strike and/or swing-and-miss strike (strikes will not be called if the batter doesn't swing during the coach-pitch portion, but a pitch will be counted).
 - f. There will be no base-on-balls from a coach-pitcher.
 - g. Foul-tip: Batter is out on third strike from kid-pitcher and the fifth pitch from a coach-pitcher. (NOTE: A "foul-tip" is a foul ball that does not go higher than the batter's shoulders and is caught by the catcher behind the plate).
6. Baserunner(s):
- a. There will be no lead-off/steal of second or third base until the pitched ball has passed home plate. Penalty-If a player leaves early, the ball is dead, the runner is called out and the count does not change on the batter. This is a judgment call by the umpire and cannot be protested.
 - b. Runner from third base is only allowed to advance home as a result of a batted ball, forced home by a bases-loaded walk, hits batsmen, or ball out of play.
 - c. Any misplayed/overthrown ball at 1st base (from infield) shall become dead and no runners may advance further than the base they're advancing towards. A ball thrown out-of-play will be treated normally (runners advance in accordance to ball thrown out-of-play rules). Fielded/caught balls at first base will be played as a normal live ball.
 - d. Any overthrow by the catcher at second or third base on a runner stealing shall become dead with no further advancement by the runner/s (can't advance further than the base they were heading towards, with risk of getting out).
 - e. No stealing bases during the coach-pitch portion.
 - f. No continual walk at 8U (batter turned baserunner cannot round and go to 2nd base on a walk in the same play)
7. Defensive Player(s):
- a. Ten defensive players with four outfielders is optional. A 10-player defense shall consist of 4 outfielders and a traditional infield with a pitcher and catcher.
 - b. A team will be permitted to play a game with 8 players. An out will be declared in the missing player's spot in the lineup.
 - c. A catcher and pitcher must be present at all times (even with 8 player defense).
 - d. No coaches are permitted on the field defensively 8u and older (no coaches in the outfield)
8. Umpire(s):
- a. The Umpire Scheduler/s should do their best to have an umpire for all Farm games. However, if an umpire does not show up for a Farm game, then a coach from each team should umpire when their own team is batting.
 - b. The strike zone for Farm shall be from white line to white line of the batter's box and from shin to chin. Our goal is to have batters hit the ball and not have an excess of walks.
 - c. Umpire judgment should not be argued and cannot be protested.
9. Farm games shall be played with the Diamond (DOL-1, DOL-2, DOL-A) or Rawlings (RLLB1, ROLB1) baseballs only.
10. A safety base can be used at 1st, which shall be determined by the home team (the hosting area for tournaments).
11. End-of-season Single Elimination Tournaments shall be seeded base on points (see "End-of-Season Tournaments" section).
12. Music is not permitted during regular season or end-of-season tournament games (even if between innings or used as walkup music). Playing music prior to game is permitted if the music is appropriate for children (don't play it if it has excessive foul language).
13. Teams shall consist of players from within the community and/or school system. No more than one player per team shall be from another community and/or school system. An authorized player release and disclosure is required prior to roster approval. Any exceptions (multiple player releases from a community when no team is available) must have Executive Board approval. (Unapproved) Violation of these rules shall result in 1 to 2-year(s) suspensions of coach(es) and/or representative.
14. Coaches, players, parents, spectators, etc. shall be removed and/or shall be banned from future events by the Executive Board for inappropriate activities (i.e., Use of drugs/alcohol at games, use of profanity, unsportsmanlike conduct, any type of harassment, etc.)
15. Background screenings/checks, completion of Lindsay's Law, and concussion training certificates are required for all managers/coaches. No more than 1 team manager, 3 assistant coaches and 1 person managing the bench per team is permitted.
16. Any items not specifically addressed in these supplemental rules will revert to the current general Neobaseball Rules.